IN THE CLAIMS

1. (previously presented) A system for providing a content comprising:

communication means including a subscriber telephone network for establishing communication with a multi-function mobile telephone;

a content providing apparatus for providing content, the content providing apparatus including a memory; and

a relay apparatus connected to the multi-function mobile telephone through the subscriber telephone network, the relay apparatus being operable to convert a telephone number of the multi-function mobile telephone into an ID code unique to the multi-function mobile telephone, wherein communication between the multi-function mobile telephone and the content providing apparatus is performed through the relay apparatus based on the ID code;

wherein the memory of the content providing apparatus is for storing a variety of statuses of the multi-function mobile telephone by the unique ID code and for storing progress of current game playing, so that if a game is suspended during operation, the game may be resumed at a point of suspension by re-accessing the memory of the content providing apparatus.

2. (previously presented) A system according to claim 1, further comprising an information terminal connected to the multi-function mobile telephone and having a display device larger in size than a display device of the multi-function mobile telephone.

3. (previously presented) A system according to claim 2, wherein the communication means comprises the Internet and the relay apparatus is a gateway arranged to the subscriber

telephone network to connect the subscriber telephone network to the Internet.

4. (previously presented) A system according to claim 2, wherein the relay apparatus is a DNS server owned by an Internet service provider.

5. (previously presented) A system according to claim 2, wherein the content providing apparatus is an Internet server which provides one or both of a program and data for video gaming.

6. (original) A system according to claim 5, wherein the information terminal connected to the multi-function mobile telephone is a video gaming machine which is operated while monitoring an image presented on the display device thereof.

7. (original) A system according to claim 1, wherein the relay apparatus comprises a unit which notifies the content providing apparatus of the ID code of the multi-function mobile telephone.

8. (previously presented) A system according to claim 7, further comprising an information terminal connected to the subscriber telephone network using the multi-function mobile telephone, wherein the content providing apparatus includes:

a unit operable to provide the content to the information terminal; and

a unit operable to identify the information terminal to which the content is provided based on the ID code notified of by the relay apparatus.

9. (previously presented) A system for providing a content, comprising:

a telephone communication network;

a computer network;

a server connected to the computer network for providing the content;

a terminal connected to the telephone communication network and having a telephone number unique thereto; and

a relay apparatus for connecting the telephone communication network to the computer network;

wherein the relay apparatus comprises:

a unit for relaying communications between the terminal and the server,

a unit for connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

a unit for detecting the telephone number of the terminal,

a unit for converting the telephone number into a unique code, and

a unit for notifying the server of the unique code; and

the server comprises:

a unit for providing the content to the terminal

a memory; and

a unit for identifying the terminal to which the content is provided based on the unique code;

wherein the server memory is for storing a variety of statuses of the multi-function mobile telephone by the unique code and for storing progress of current game playing, so that if a game is suspended during operation, the game may be resumed at a point of suspension by re-accessing the server memory.

10. (original) A system according to claim 9, wherein the computer network is the Internet.

11. (original) A system according to claim 9, wherein the terminal comprises a mobile telephone connected to the telephone communication network.

12. (original) A system according to claim 9, wherein the unit for detecting the telephone number of the terminal detects the telephone number of the terminal when the terminal places the dial-up connection request.

13. (previously presented) A system according to claim 9, wherein the server further comprises a unit which performs a fee billing process to the terminal to which the content is provided based on the unique code.

14. (currently amended) A relay apparatus for use in a content providing system including communication means, a subscriber telephone network for establishing communication with a multi-function mobile telephone, and a content providing apparatus for providing content, the relay apparatus comprising:
    a unit for connecting to the multi-function mobile telephone through the subscriber telephone network;
    a unit for converting a telephone number of the multi-function mobile telephone into an ID code unique to the multi-function mobile telephone; ~~and~~
    a unit for relaying communications between the multi-function mobile telephone and the content providing apparatus based on the ID code<u>;</u>
    <u>a unit for storing progress of a game played on the</u> <u>telephone upon suspension of the game; and</u>

a unit for sending the progress of the game to the telephone upon resuming the game.

15. (currently amended) A relay apparatus for use in a content providing system including a telephone communication network, a computer network, a server connected to the computer network for providing a content, and a terminal connected to the telephone communication network and having a telephone number unique thereto, the relay apparatus connecting the telephone communication network to the computer network and comprising:

a unit for relaying communications between the terminal and the server,

a unit for connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

a unit for detecting the telephone number of the terminal,

a unit for converting the telephone number into a unique code, ~~and~~

a unit for notifying the server of the unique code,

a unit for storing progress of a game played on the terminal upon suspension of the game, and

a unit for sending the progress of the game to the terminal upon resuming the game.

16. (currently amended) A method for providing a content using a system including a multi-function mobile telephone, communication means including a subscriber telephone network for establishing communication with the multi-function mobile telephone, a content providing apparatus for providing the content to the multi-function mobile telephone through the communication means, and a relay apparatus connected to the multi-function mobile telephone through the subscriber telephone

network, which relays communications between the multi-function mobile telephone and the content providing apparatus, the method performed by the relay apparatus comprising the steps of:

acquiring a telephone number of the multi-function mobile telephone; ~~and~~

converting the telephone number into an ID code unique to the multi-function mobile telephone;

storing progress of a game played on the mobile telephone upon suspension of the game; and

sending the progress of the game to the mobile telephone upon resuming the game.

17. (currently amended) A method for providing a content using a system including a telephone communication network, a computer network, a server connected to the computer network for providing the content, a terminal connected to the telephone communication network and having a telephone number unique thereto, and a relay apparatus for connecting the telephone communication network to the computer network, the method comprising the steps of:

a relaying operation performed by the relay apparatus between the terminal and the server including:

connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

detecting the telephone number of the terminal,

converting the telephone number into a unique code, ~~and~~

notifying the server of the unique code,

storing progress of a game played on the terminal upon suspension of the game,

sending the progress of the game to the terminal upon resuming the game, and

supplying the content ~~by~~from the server to the terminal, including identifying the terminal to which the content is provided based on the unique code.

18. (currently amended) A method for providing a content using a system including a telephone communication network, a computer network a server, connected to the computer network for providing the content, a terminal connected to the telephone communication network and having a telephone number unique thereto, and a relay apparatus for connecting the telephone communication network to the computer network, the method of the relay apparatus comprising the steps of:

relaying communications between the terminal and the server;

connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

detecting the telephone number of the terminal,

converting the telephone number into a unique code, ~~and~~

notifying the server of the unique code,

storing progress of a game played on the user terminal upon suspension of the game, and

sending the progress of the game to the user terminal upon resuming the game.

19. (currently amended) A storage medium storing a software program carried out by a relay apparatus when a system provides a content, the system including a telephone communication network, a computer network, a server connected to the computer network for providing the content, a terminal connected to the telephone communication network and having a telephone number unique thereto, and the relay apparatus being operable to connect the telephone communication network to the

computer network, the software program comprising program codes for:

relaying communications between the terminal and the server,

connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

detecting the telephone number of the terminal,

converting the telephone number into a unique code, ~~and~~

notifying the server of the unique code,

storing progress of a game played on the user terminal upon suspension of the game, and

sending the progress of the game to the user terminal upon resuming the game.

20. (currently amended) A system for providing content between a server and a user terminal connected to the server through a telephone communication network, the user terminal having a telephone number unique thereto, the system connecting the telephone communication network to the server, the system comprising:

a processor operable to execute instructions; and

instructions, the instructions including:

relaying communications between the user terminal and the server,

connecting the terminal to the server in response to a dial-up connection request from the user terminal,

detecting the telephone number of the user terminal,

converting the telephone number into a unique code, ~~and~~

notifying the server of the unique code,

storing progress of a game played on the user terminal upon suspension of the game, and

sending the progress of the game to the user terminal upon resuming the game.